

BLOCK A: DUNGEONS

Spain, 1481. Miguel de Fuentenegra, the son of a Duke, who as a gift of tongues, is charged of being a son of the devil by the Inquisition. He is shackled in a dungeon, shared with another prisoner: a pig, accused of killing a priest. The dungeon is in a basement, and it has an opening on the tall ceiling, closed by a grille. Suddenly, grill opens and the corpse of a teenager tied to a rope descends. Someone wants to help Miguel escaping, but that person clearly has a plan: the corpse comes with the key to the shackles and a toad with allucinogeous glands on its back.

A01: CELL

Use cell door to look outside, where the guard is

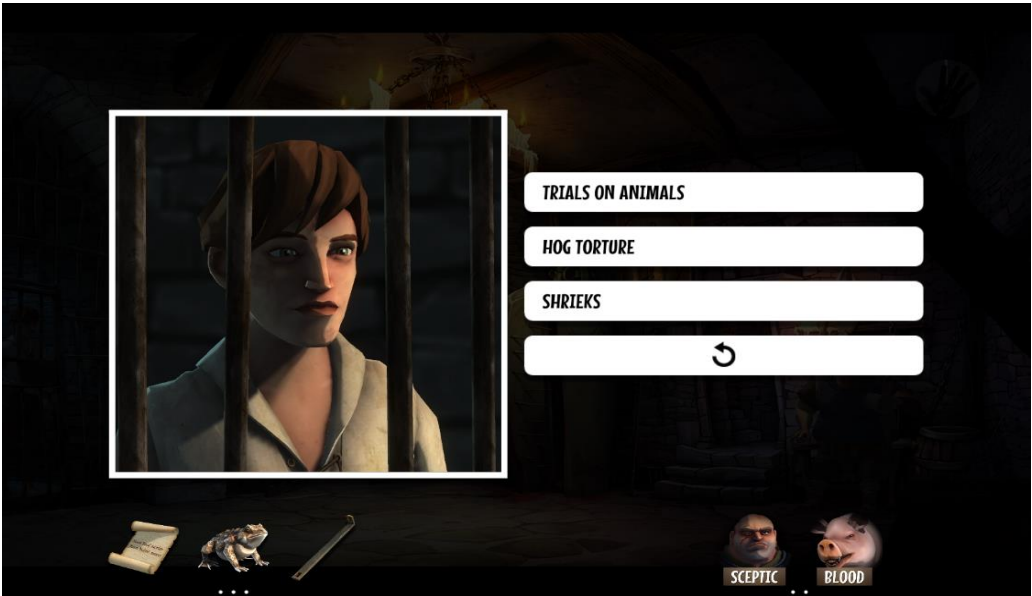
A02: GUARD

Select Guard

Select speech bubble to talk to the Guard

Ask Guard about the Hog's crime to get infoitem

Ask Guard about Son of the Devil to get infoitem



Use cell door to move inside the cell

A01: CELL

Look at the conduct that leads upwards: a corpse falls

Select hanging corpse

## WALKTHROUGH YESTERDAY ORIGINS



Use string to untie corpse: it falls to the ground



Select corpse on the ground  
Take note from chest  
Take toad from pouch

### (Inventory)

Open note to get key

### A01: CELL

Select John's portrait

Pan till shackles highlight

Use key with shackles - now John can move around the whole room



# WALKTHROUGH YESTERDAY ORIGINS



Select shelf



Get cloth from shelf

Get jar from shelf

Select boot (torture instrument) to get it

Select John's portrait

Pan till arm highlights

Use Boot

Use cloth

Use information about the pig



(Inventory)

Select toad

## WALKTHROUGH YESTERDAY ORIGINS



Find toad's glands (in its back)

Select Jar

Use toad

Use information about guard being a skeptic



### A01: CELL

Select iron bar near column to get it

Select cauldron

Pan till fire highlights

Use iron bar with fire

Select pig

Pan till body highlights

Use iron bar with pig's body -> timed puzzle! If bar is cold, heat again

Select the jar that the guard has thrown close to the door

Use jar from inventory with it -> timed puzzle! If guard takes jar, repeat again to get info item devil

Select corpse

Highlight face

Use bloody cloth

Use information about devil

### A03: EXT

Talk to Ginés

## BLOCK B: BEDROOM

Paris, present day. Morning. The rooster alarm beep of John's smartphone wakes him up. He has dreamt he was imprisoned by the Inquisition (block A), and he knows it's not a dream but a memory from a previous life. He knows he's an immortal who loses his memory every time he gets killed and comes back to life

### B01: BEDROOM

Get smartphone from bed  
Look at diary on bedside table and get it  
Look at coin on bedside table and get it

### (Inventory)

Select smartphone  
Select small light  
Now you control Pauline  
Go to bathroom  
Look at mirror to find some wrinkles, you get the infoitem  
Open Cupboard  
Get hairspray  
Get hair drier  
Get cream



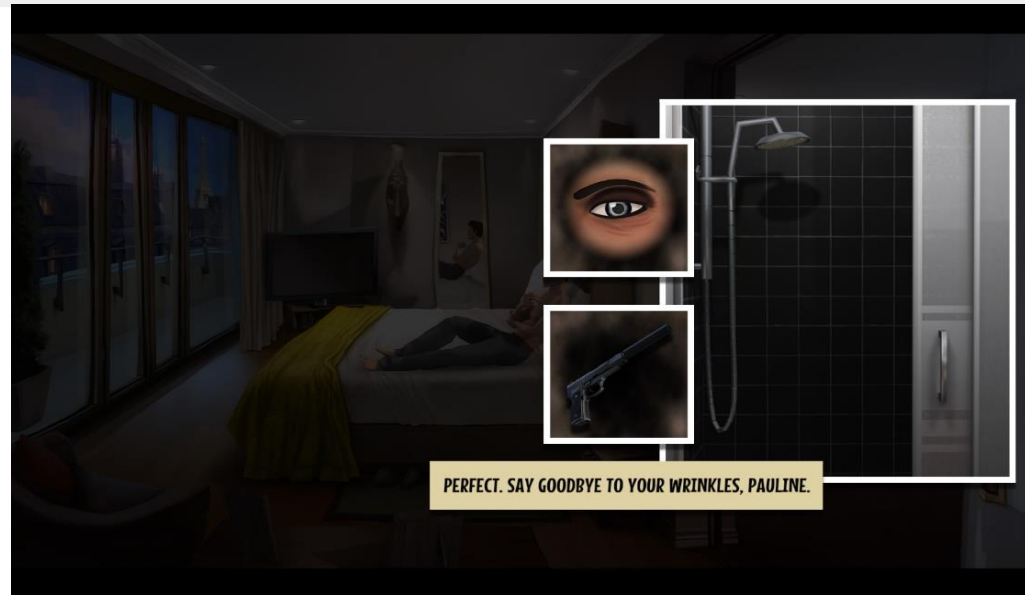
### (Inventory)

Select hairspray  
Select lid  
Get silencer  
Select cream

## WALKTHROUGH YESTERDAY ORIGINS



- Select lid
- Get bullet
- Select hairdrier
  - Select handle to untwist it
- Get gun
- Use silencer with gun
- Use bullet with gun
- Select shower
  - Use gun
  - Use information about wrinkles



### BLOCK C: ANTIQUE

Boris tells Pauline and John that he's heard about Victoria Baxter, an antique collector that's in the city and is looking for a certain kind of Japanese sculpture named Niou. They have one of them at the antique, so they resolve to visit Baxter and tell her.

#### C02: WORKSHOP

- Select Workplace
  - Get brush from mug
  - Get ink
  - Get hammer
  - Get fixative
- Select chest



# WALKTHROUGH YESTERDAY ORIGINS



Open left bolt  
Open right bolt  
Use hammer with center bolt (she doesn't use it)



C03: BACKROOM	Go to street door
C01: STREET	Talk to Boris (next to the van) Use information about hammer with Boris to get nylon hammer Go to backroom door
C03: BACKROOM	Switch character to John Use laptop Take SD card from computer Look carpet with antiques Get wood box Look cross upstairs Look base
C03: BACKROOM	Go to workshop door to talk to Pauline Give SD card to Pauline Give info about cross base to Pauline Select Pauline's portrait to control her
C02: WORKSHOP	Select chest

# WALKTHROUGH YESTERDAY ORIGINS



- Use nylon hammer with center bolt
- Get magnifier
- Get camera
- Select Workplace
- Look at Petit's pic to get information about years
- Select statue



- Look at base
- Use information about years with base to get documents

(Inventory)	Select camera
	Use SD card -> get pics taken
	Select backroom door to talk to John
	Give documents to John
	Give pics to John
	Select John's portrait to control him
C03: BACKROOM	Go to shop
C04: SHOP	Look at printer
	Look at blinking light: there's no cartridge
	Go to backroom door
C03: BACKROOM	Go to street door
C01: STREET	Talk to Boris (inside van)
	Ask him about cartridge to get it



# WALKTHROUGH YESTERDAY ORIGINS



	Go to backroom door
<b>C03: BACKROOM</b>	Go to shop
<b>C04: SHOP</b>	Loot at printer Use cartridge with printer to get letter B Look at buffet Get pipe Look at showcase Get tissue Get card
	Go to backroom door
<b>C03: BACKROOM</b>	Select workshop door to talk to Pauline Give pipe to Pauline Give letter B to Pauline Select Pauline's portrait to control her
<b>(Inventory)</b>	Select magnifier Use ink Use pipe Use brush Use letter B

Select backroom door to talk to John  
Give pipe to John

# WALKTHROUGH YESTERDAY ORIGINS



Select John's portrait to control him

## (Inventory)

Select box

Use pipe

Use card

Use tissue paper

## BLOCK D: MANSION

Boris waits in the van while John rings Baxter's intercom and gets inside the building, observed by Baxter and a shady figure who seems to recognize John. John waits in a lounge. Baxter comes and John gives her the pics and the document. She goes away to analyze them.

### D01: STREET

Use intercom

Use button

Wait one minute

Use intercom

Use button

### D03: LOUNGE

Talk to Baxter

Loot at Samurai

Get Katana

Look at Plant

Get Atomizer

Use Baxter's card with resin

Look at envelope

Use atomizer

Use katana

Use Baxter's card



## BLOCK E: SCRIPTORIUM

1483. John (now named Yago) is a teen scribe in a monastery in Spain. And a pretty good one, because he can understand any language. His boss, Gines, blindfolds him and 2 more scribes (TORibio and Giusseppe) and leads them into a secret library. Then they remove their blindfold from their eyes. Ginés orders Giusseppe to

### E02: TORIBIO

Look at Giusseppe's desk

Get reel

Go to corridor

### E03: CORRIDOR

Go to Ezequiel's room



### E05: EZEQUIEL

Look at chimney

Get rope

Select Ezequiel

Look at his eyes and see he's got no glasses

Talk to him and ask him about glasses to get info about glasses over window

Ask him about reel to know it's got invisible thread

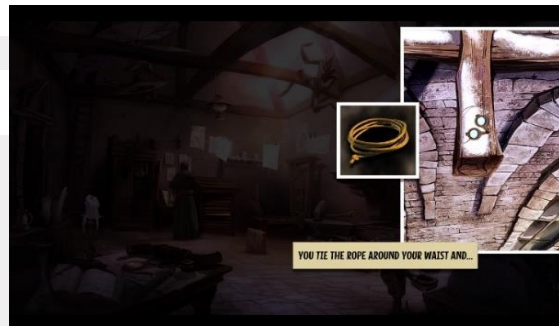
Talk to him about thief that tore this clothes

Ask him about letters to get mould

Look at window

Use info about glasses

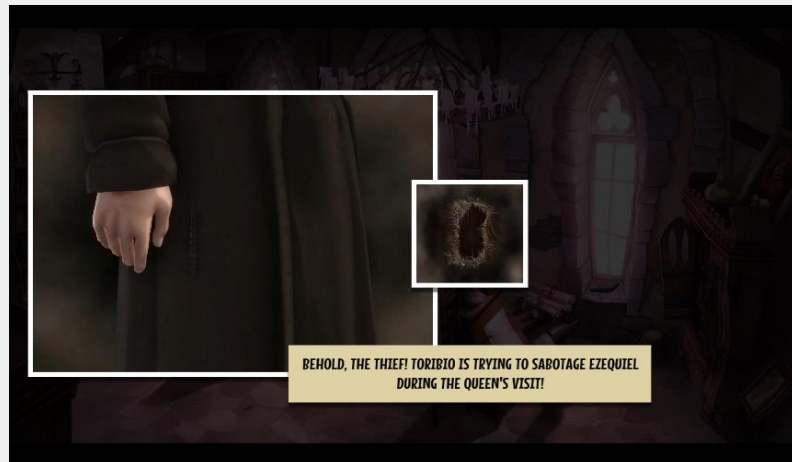
Use rope



# WALKTHROUGH YESTERDAY ORIGINS



- |               |  |
|---------------|--|
|               | Look at workbench<br>Get chisel  |
|               | Loot at table<br>Get periscope   |
| (Inventory)   | Loot at mould<br>Use chisel  |
|               | Go to corridor   |
| E03: CORRIDOR | Go to Toribio's room   |
| E02: TORIBIO  | Look at Toribio<br>Find tear in his clothes<br>Use information about the thief to find out he is the thief |



- Open closet  
Get compass  
Get salt
- Look at Giuseppe's desk  
Use glasses  
Use information about invisible thread



# WALKTHROUGH YESTERDAY ORIGINS



	Use invisible thread to ring the bell Use blindfold to remember about last night
<b>E01: LIBRARY</b>	Look conduct to remember gregorian chants Look at windows Use door to stop remembering

<b>E02: TORIBIO</b>	Go to corridor
<b>E03: CORRIDOR</b>	Go to Ezequiel's room

<b>E05: EZEQUIEL</b>	Select Ezequiel Use info about gregorian chants Use info about windows
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<b>E03: CORRIDOR</b>	You're now in the last doorof the corridor and you're in a room with painting
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<b>E07: PAINTING</b>	Select pile Use salt on water Pan to activate plaque Use chisel with plaque
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	Go to corridor
<b>E03: CORRIDOR</b>	Go to Ezequiel's room

<b>E05: EZEQUIEL</b>	Select grinding wheel
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# WALKTHROUGH YESTERDAY ORIGINS



(Inventory)	Use plaque with grinding wheel	
	Select periscope Use plaque	
	Go to corridor	
E03: CORRIDOR	Look small window Use periscope	
	Go to Toribio's room	
E02: TORIBIO	Look at Toribio Use info about Toribio being the thief Use letter E Use info about spying with the periscope	
	Look at Giuseppe's desk Use invisible thread to ring the bell	
	Go to corridor	
E03: CORRIDOR	Go to Ezequiel's room	
E05: EZEQUIEL	Select Ezequiel Give letters	
	Go to corridor	
E03: CORRIDOR	Go to Toribio's room	
E02: TORIBIO	Get whip	
(Inventory)	Loot at whip Use whip with rope	



# WALKTHROUGH YESTERDAY ORIGINS



	Look at window
<b>E06: WINDOW</b>	Loot at beam Use rope+whip to get into Gines' room and get key
<b>E02: TORIBIO</b>	Go to corridor
<b>E03: CORRIDOR</b>	Go to room with painting
<b>E07: PAINTING</b>	Look at painting Find plaque Use compass



Use key with lock

## BLOCK F: GOODBYE and G: PLANE

Discussion with Pauline and another with Amanda in the plane

## BLOCK I: NEW YORK

<b>I05: HOTEL (I)</b>	Use phone Ask for WiFi password Ask for dinner to get sushi
<b>(Inventory)</b>	Look at smartphone Use wifi password Use info about book to get info about publisher

# WALKTHROUGH YESTERDAY ORIGINS



Look at sushi dinner  
Get chopsticks  
Look at ventilation  
Use chopsticks to get Amanda's card

**(Inventory)**

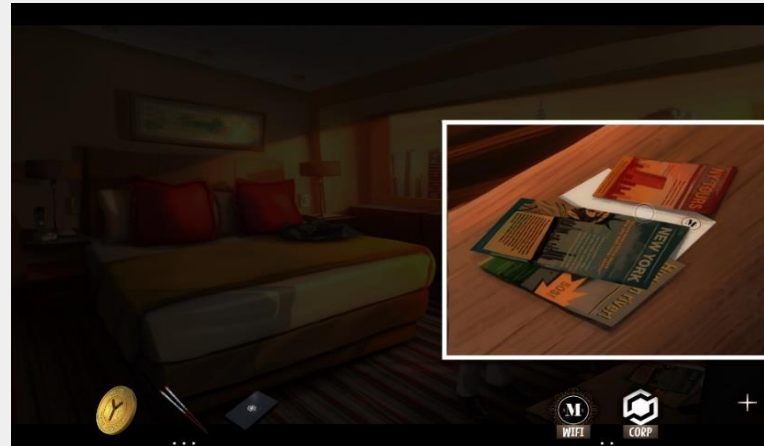
Look at Amanda's card  
Use info about publisher  
Talk to Amanda

**I01: KOVAC**

Talk to Kovac

**I06: HOTEL (II)**

Look at brochures

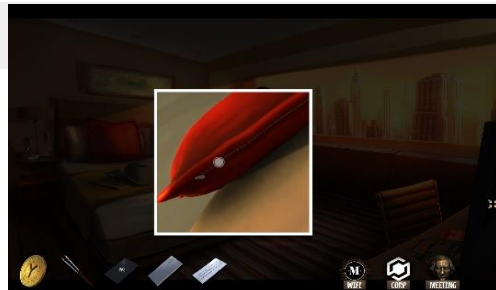


Get envelope

**(Inventory)**

Look at envelope  
Use phone  
Ask for dinner  
Look at dinner  
Open cover to see cryptex  
Spell "GINES" in the cryptex to get usb key

Look at TV  
Use usb key  
Use pillow to get flashlight



# WALKTHROUGH YESTERDAY ORIGINS



Look at Central Park map  
Use flashlight



## I02: ANDERSEN

Look under bank 1  
Get remote

Look under bank 2  
Get USB cable

Go to lake

## I03: LAKE

Look at cart

Pan to charger  
Use USB cable  
Use remote



# WALKTHROUGH YESTERDAY ORIGINS



- Pan to wheel to get info about dog
- Pan to get antenna
- Talk to Norman
- Ask him about dogs to get binoculars
- Loot at boat
- Pan to sail
- Use binoculars to see the frequency number



- (inventory)
- Look at remote
- Use info about frequency number
- Use antenna
- When the boat comes, get key
- Go to Andersen's place

- I02: ANDERSEN
- Look at box
- Use key

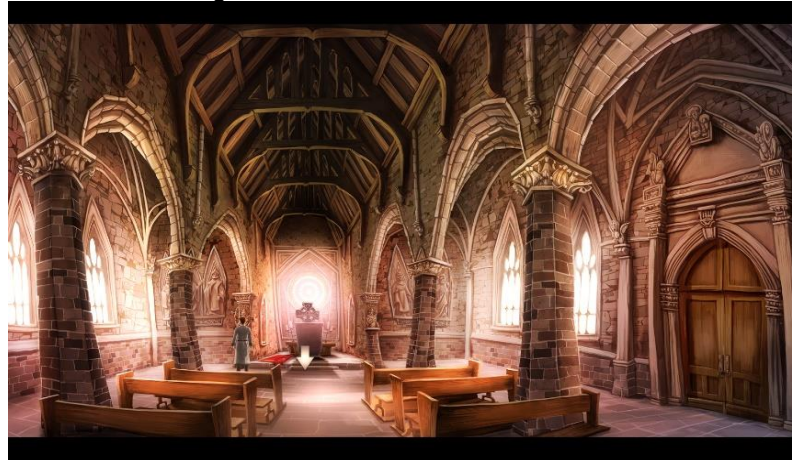
## BLOCK J: CHURCH

- J06: CAYTIR
- Talk to Caytir
- J04: OUTSIDE
- Get into church
- J08: ENTRANCE
- Look above the shield
- Get key
- Look at the right door
- Use key
- J03: CHURCH
- Look at left statue

# WALKTHROUGH YESTERDAY ORIGINS



Get quiver  
Look at right statue  
Get crossbow  
Go to basement using tombstone



## J07: FERGUS

Talk to Gines  
Get boot  
Select corners to go to general view of ritual church

## J01: RITUAL

Select well to get alibi  
Go to lab (at the right of the stairs)

## J02: LAB

Select marble bucket  
Get marble  
Select shelve with books  
Get Note  
Select shelf with mirror  
Get reel  
Get bottle of radish



# WALKTHROUGH YESTERDAY ORIGINS



Get tube

Get flask

Select suspended metal bucket

Use marble to get info on how to distract Ginés

Look at bucket full of things next to shelf with mirror

Get handsaw

(inventory)

Look at quiver

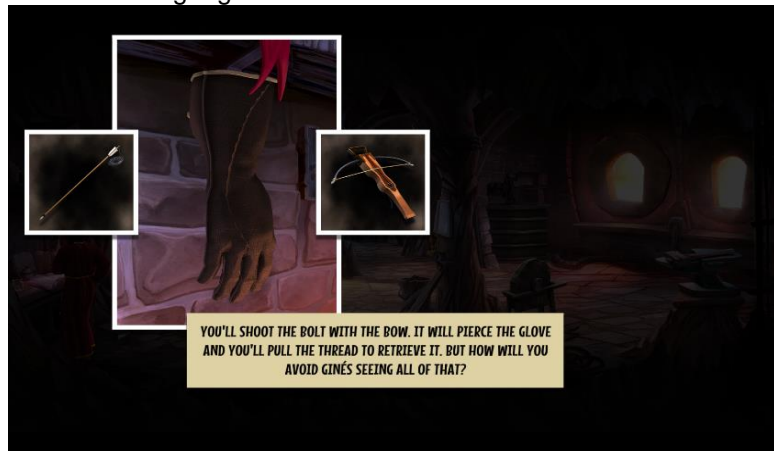
Use reel to tie it to an arrow

Look at glove

Use info about distraction

Use crossbow

Use arrow to get glove



Select bellows

Pan to loose brick to move it

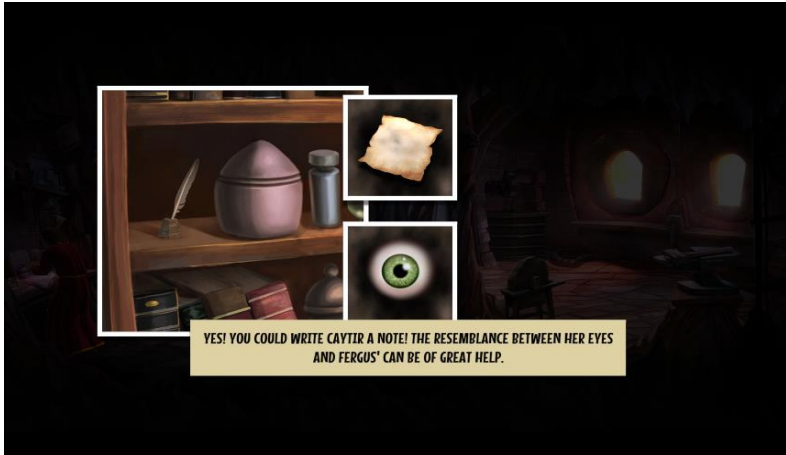
Get ring





# WALKTHROUGH YESTERDAY ORIGINS



	Go to ritual room
<b>J01: RITUAL</b>	Select area in front of altar to see a reduced view
<b>J07: FERGUS</b>	Select Fergus
	Use radish
	Talk to Fergus
	Select Fergus
	Pan to his eyes to realize thy're just like Caytir's
	Select corners to go to general view of ritual church
<b>J01: RITUAL</b>	Go to lab (at the right of the stairs)
<b>J02: LAB</b>	Select shelf with books
	Pan to quill and pen
	Use note
	Use info about Fergu's eyes to write a note to Caytir
	
<b>(Inventory)</b>	Open tube
	Use note to put it inside
	Go to ritual room
<b>J01: RITUAL</b>	Go upstairs
<b>J03: CHURCH</b>	Go to the church's entrance
<b>J08: ENTRANCE</b>	Go outside
<b>J04: OUTSIDE</b>	Look at falcon
	Use glove
	Use tube to send the falcon to give the message to Caytir
<b>J01: RITUAL</b>	Go upstairs

# WALKTHROUGH YESTERDAY ORIGINS



## J03: CHURCH

Talk to Caytir  
Give her the ring  
Ask her for the cape to get it  
Go to the church's entrance

## J08: ENTRANCE

Look at Ursus  
Pan to leg to see his bleeding



Ask him about the blood to get another boot

Look at boots  
Use handsaw to cut them

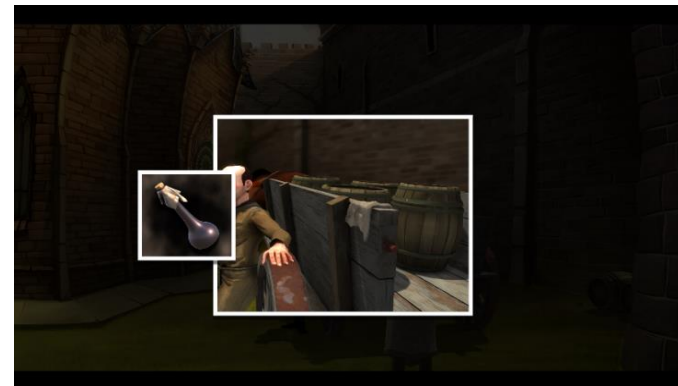
Go outside

## J04: OUTSIDE

Go to cart

## J05: CART

Look at cart  
Look at barrels to have the idea to put Fergus inside  
Look at cloth  
Use flask to put somnifeorus on it, so the cart driver sleeps



# WALKTHROUGH YESTERDAY ORIGINS



	Look at cart
	Get leather stripes
	Select the corners to go to the general outside view
<b>J04: OUTSIDE</b>	Get inside church
<b>J03: CHURCH</b>	Select tombstone to go to the basement
<b>J01: RITUAL</b>	Select area in front of altar to see a reduced view
<b>J07: FERGUS</b>	Select Fergus

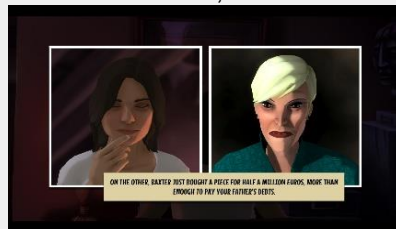
- Use boots
- Use cape
- Use leather stripes
- Use info about barrel



- Talk to Fergus
- Talk to Gines
- Talk to Scarpetta

## BLOCK H: COIN APPEARS

<b>H01</b>	Talk to Baxter
<b>H02</b>	Choose conversation, Pauline uses her computer to hack baxter's server (this will not be actually played till the flashback in block N)



## BLOCK M: CATACOMBS

### M02: FENCE

Look at Boris  
Pan to his head light



Talk to him  
Ask him about the light  
Ask him for the lighter so he gives it

Select fence  
Use ice axe on upper clamp  
Use ice axe on lower clamp  
Get bar

Select right skeleton  
Pan to nose  
Use laser



Select laser pointer on the ground  
Use canteen to put some water on it  
Use ice axe to discover a pivot

# WALKTHROUGH YESTERDAY ORIGINS



Pull pivot with bar  
 Select right skeleton  
 Get laser  
 Select left skeleton  
 Pan to nose  
 Use laser  
 Select laser pointer on the ground  
 Use canteen to  
 Use ice axe to discover a pivot  
 Pull pivot with bar  
 Select left skeleton  
 Get laser  
 Select any of the pivots



Use bar again, Boris comes, you rotate it and the door opens  
 Go through the open fence

## M03: WELL

Loot at rings on wall  
 Use rope to have the idea to get Taupe to put the rope on the rings  
 Go through the door on the left

## M02: FENCE

Select the exit on the lower right corner, where Taupe is  
 Use laser pointer so Taupe comes  
 Talk to Taupe  
 Tell her about the rope thing

## M03: WELL

Go through the open fence  
 Take torch from the ground  
 Select well

# WALKTHROUGH YESTERDAY ORIGINS



Use torch  
Use lighter to light the torch and throw it into the well



Go through the door on the left

**M02: FENCE**

Select the exit on the lower right corner, where Taupe is  
Use laser pointer so Taupe comes  
Talk to Taupe  
Tell her about the bottom of the well, so she puts the rope

**M03: WELL**

Go through the door on the right

**M04: BOOK ROOM**

Loot at table  
Get lamp

**(inventory)**

Look at lamp  
Use ice axe to remove cover  
Use medallion with lamp



Look at column



# WALKTHROUGH YESTERDAY ORIGINS



Use lamp with column

## BLOCK K: AMSTERDAM (will not be played till the flashback in block N)

### K04: STERN

- Select lifesaver to get it
- Select hanging oars to get one of them
- Select trunk to open it
- Get gaffer tape
- Use stair to climb onto the roof

### K01: ROOF/PROW

- Select door to have the idea of knocking it to take Julius by surprise
- Select stern to go there

### K04: STERN

- Select Julius
- Use Lifesaver
- Use Oar
- Use GafferTape
- Use surprise infoitem to knock on the door from the roof, take Julius by surprise and hide him inside the trunk



- Select toolbox on firm land
- Get PVC elbow
- Get PVC tubes
- Get Pliers

- Select plant
- Use pliers to get thorn

### (inventory)

- Use PVCTubes
- Mix with PVCElbow to create PVCGun
- Select Markus
- Use PVCGun
- Use PVCTubes (the remaining one)

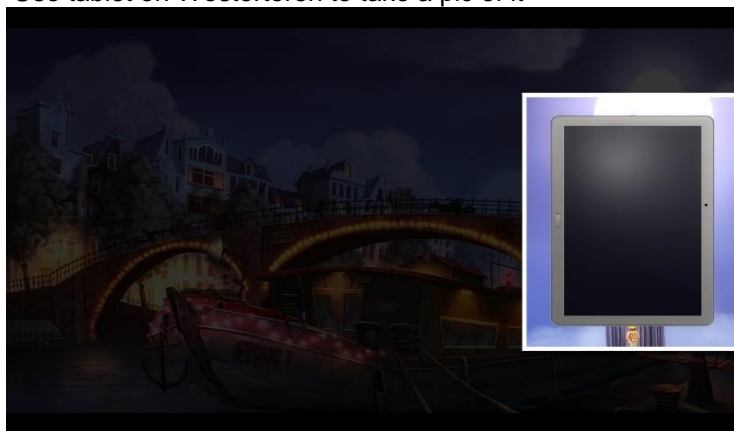
# WALKTHROUGH YESTERDAY ORIGINS



Use thorn to blow it with the tube to wake up Markus and disarm him with the PVCGun when he comes out



<b>K03: INT. BOAT</b>	Talk to Julius and Markus Use elevator to enter Mayhem's hidden workshop
<b>K02: MAYHEM</b>	Select Mayhem Talk about Julius and Markus to know they have a plane Talk about coin to know she needs gold to forge it Talk about painting to know she needs a topic to create a false Van Gogh from, and she gives tablet to take a pic of the topic Use elevator to get back to where Julius and Markus are tied.
<b>K03: INT. BOAT</b>	Select door to go outside
<b>K01: PROW</b>	Select Westertoren Use tablet on Westertoren to take a pic of it



<b>K03: INT. BOAT</b>	Select door to get inside Select Julius Select mouth to see he's got some gold teeth
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## WALKTHROUGH YESTERDAY ORIGINS



Use information about gold teeth  
Use information about Mayhem needing gold  
Use pliers to extract his gold teeth



Talk to him to convince him that you are rich  
Talk to him and negotiate to reach an agreement for them to fly you to London  
Use elevator to enter Mayhem's hidden workshop

### K02: MAYHEM

Select Mayhem  
Give her the tablet  
Give her the gold teeth

## BLOCK N: ENDING

### N06: CELL

Select box  
Open box  
Get corkscrew

### (inventory)

Select corkscrew  
Open knife



# WALKTHROUGH YESTERDAY ORIGINS



Select John's portrait  
Use corkscrew with wrist to cut the plastic bridle and untie John  
Talk to Ginés

## N03: HALL

Talk to Baxter  
Talk to Ginés while controlling Baxter as a kid  
Talk to Baxter and Ginés

## \*\*FLASHBACK\*\*

**Play H02 (Pauline hacking Baxter's server)**  
**Play block K**

## N04: ALLEY

Select Lenny when he and Ginés are visible (walking in front of the alley)  
Select his pocket to get info about the key hanging from a key  
Get wedge  
Select slab  
Use wedge with slab - Ginés and Lenny swap places



Select boxes  
Get the medium-sized box  
Get the largest box  
Select the mounted box  
Swap it for the medium-sized box  
Swap the medium-sized box for the largest box  
Select the largest box  
Select the hole to get information about it being big enough for your hand to pass through it

# WALKTHROUGH YESTERDAY ORIGINS



Select the interior to get into about it being big enough for you to get inside



Use the info about the hole  
 Use the info about getting inside it  
 Use the info about Lenny's key to get inside the box and steal the key from him

## N05: CELL DOOR

Use light switch to light up John's cell  
 Select the door's lock  
 Talk to John  
 Select wine box  
     Open wine box  
     Get corkscrew

## (inventory)

Select corkscrew  
     Open knife  
 Talk to John  
     Tell him about the door's lock  
     Ask him about the year he and Ginés were transmuted  
     Tell him that Taupe is waiting for them in the tunnels



# WALKTHROUGH YESTERDAY ORIGINS



Give John the corkscrew

Select John's portrait to turn him into the playable character

## N07: CELL (II)

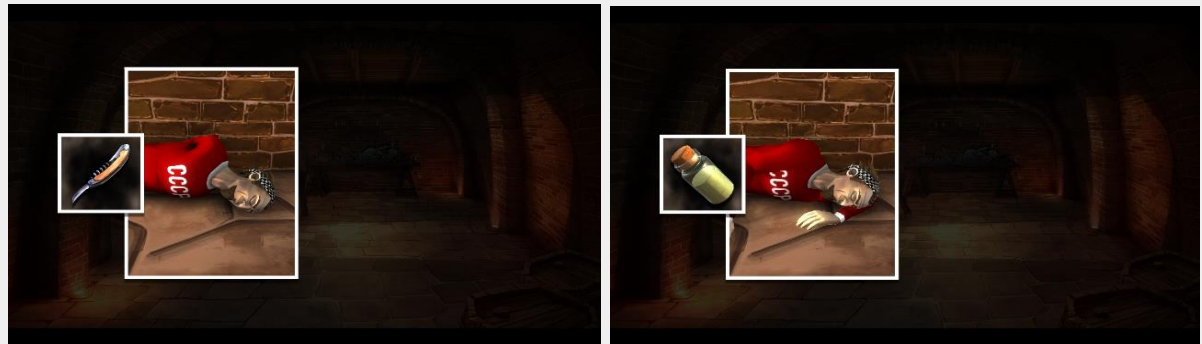
Select table

Get radish

Select Boris

Use corkscrew to untie him

Use radish to wake him up



Talk to Boris

that Taupe is waiting for him in the tunnels

## N05: CELL DOOR

Select Pauline's portrait to turn her into the playable character

Select the door's lock

Move the digits to 1501





# WALKTHROUGH YESTERDAY ORIGINS



N01: EXT BAXTER	Talk to Amanda to get into the mansion as a prisoner
**END OF FLASHBACK**	
	Talk to Ginés
	Talk to John
	Watch the credits till the very end not to miss the short epilogue
THE END	